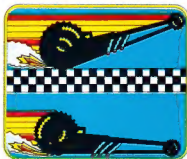
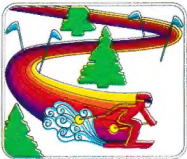
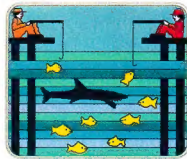
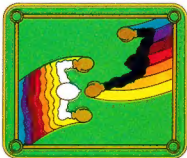
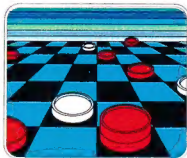
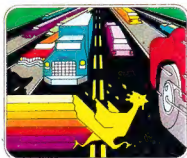
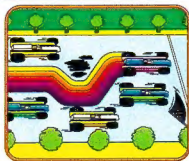


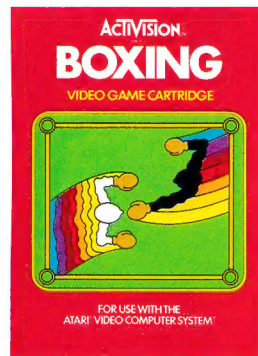
ACTIVISION™

VIDEO GAME CARTRIDGE CATALOG

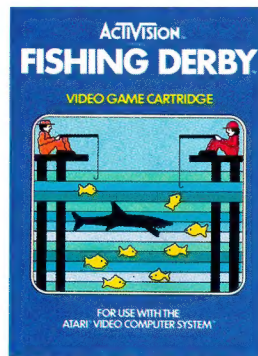


WE PUT YOU IN THE GAME.

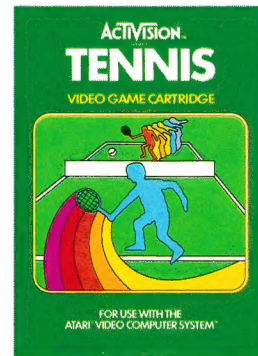
SPORTS CHALLENGES



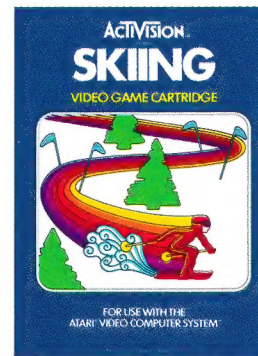
Designed by Bob Whitehead. At the sound of the bell, come out swinging. Go toe to toe with the Activision computer or a friend. It's fast and furious action that's sure to leave you exhausted. But, be careful! Don't get pinned to the ropes. Knock-outs are part of the action, too! Honorable Mention, 1981 Arcade Alley Awards: Best Head-to-Head, Best Sports, Most Innovative Game.



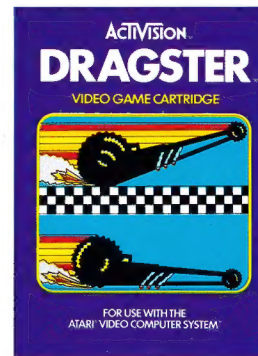
Designed by David Crane. A relaxing afternoon at the ol' fishing hole? Not quite. The bay's full of beautiful sunfish alright, and all you have to do is land 'em faster than your opponent. But there's just one small hitch. Watch out for that shark! His voracious appetite makes Fishing Derby™ by Activision a constant challenge. 1981 Arcade Alley Award Winner, Best Audio and Visual Effects.



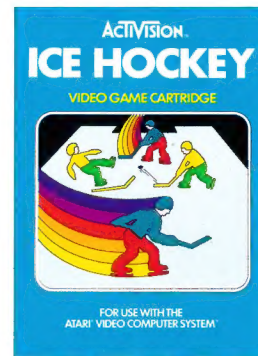
Designed by Alan Miller. Never wait for a court again. Tennis by Activision offers all the challenge of tennis right on your own TV. Charging players can rush the net, play the baseline, or roam the court. Loads of fun for all game fans. 1982 Arcade Alley Award Winner, Best Competitive Game; Honorable Mention: Best Sports Game 1982.



Designed by Bob Whitehead. Challenge yourself to a wide variety of high-speed downhill or slalom runs. Trees and moguls rush by as you race through the courses. Designed for everyone from novice to pro. Why, even if you hate snow, you'll love the fun of Skiing by Activision. 1981 Arcade Alley Award Winner, Best Solitaire Game.



Designed by David Crane. Watch the countdown, shift gears, pop the clutch and burn rubber! You can rev your engine, but be careful not to blow it. True-to-life sound effects and grueling competition bring all the action of the dragstrip right into your living room!

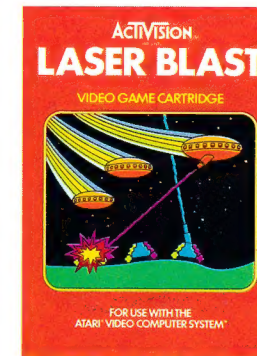


Designed by Alan Miller. Face off! Fight for the puck. Skate down ice past the defender for a slap-shot. Then, hurry back on defense as your opponent's goalie makes a remarkable save and a long pass to his forward. Here's fantastic head-to-head competition right at your fingertips. So real, it'll knock you off your skates!

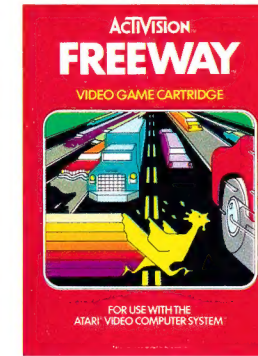
ACTION GAMES



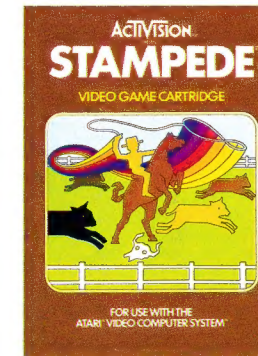
Designed by Larry Kaplan. It looks simple. You have three buckets of water. The guy on the wall has a bunch of bombs. He tosses the bombs, and you catch them. Before you know it, bombs are falling at a rate of 13 per second! Is the hand quicker than the eye? Try Kaboom!™ by Activision and find out. 1982 Arcade Alley Award Winner, Best Audio and Visual Effects.



Designed by David Crane. Presenting a space shoot-out the likes of which you've never seen or heard before. As Commander of a fleet of intergalactic spacecraft, you come upon some very unfriendly alien types. Get them before they get you and you're awarded points. Brilliant colors and startling sound effects put Laser Blast™ light years ahead of any other space video game. Honorable Mention, 1982 Arcade Alley Awards: Best Science Fiction Game.

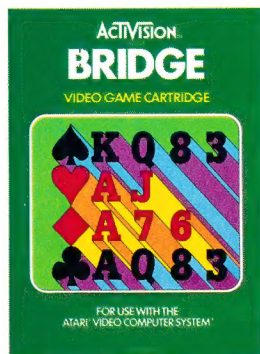


Designed by David Crane. It's about this chicken who wants to cross the road. Familiar story? Except, this time the road is a freeway, and it's rush hour! Your task is to guide the poor chicken to the other side. Get the picture? And, if you get the game, you'll agree there's never been anything like Freeway™ by Activision. Honorable Mention, 1982 Arcade Alley Awards: Most Innovative Game.

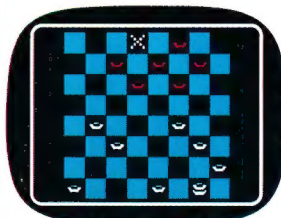
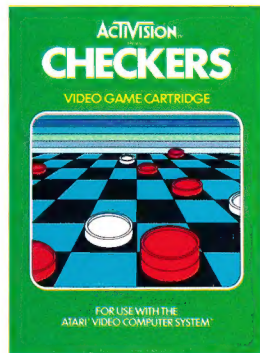


Designed by Bob Whitehead. Ready for a little round-up? With Stampede™ by Activision, you'll have to ride fast and rope even faster. Those little doggies seem to be everywhere, and they're all worth points. But, be careful! Your ol' horse can get a little edgy, especially when you take your eyes off the trail. Head out West for hours of fun with Stampede!

STRATEGY GAMES

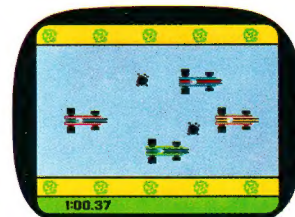
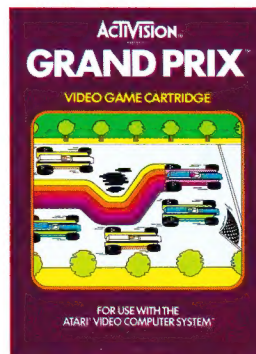


Designed by Larry Kaplan. Presenting the ultimate solitaire bridge game! Bridge by Activision deals hundreds of millions of hands at random and provides a computer partner who bids by the rules. After you've established a contract, the computer plays as your opponents. It's a great way to sharpen your skills. Never be without a bridge game again. It's heaven!

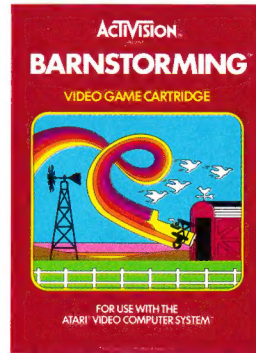


Designed by Alan Miller. Remember good ol' checkers? Well, Checkers Activision-style is a whole new challenge. There are three different skill levels to choose from. Warm up with novice, and then, when you're feeling brave, tackle the tougher levels. Your computer opponent plots the results of each of his available moves — and then picks the one that's toughest on you. You'll find the Activision computer a more-than-worthy opponent.

COMING THIS SPRING



Designed by David Crane. You've always had a secret fantasy about driving in the big race? Well, here's your very own Grand Prix!™ You'll steer a course around other drivers, ease by oil slicks, zoom across bridges, with time your foremost enemy. Plus all the sound and fury of the real thing. Gentlemen (and ladies), start your engines!



Designed by Steve Cartwright. Fasten your seatbelts! This flight is full of daredevil action. It's Barnstorming™ by Activision. A brilliant achievement in realistic video game graphics by Activision's newest designer, Steve Cartwright. Fly a biplane through barns, over windmills, and through flocks of geese. Here's where state-of-the-art game design meets seat-of-the-pants aviation.

Barnstorming and Grand Prix are available March 1982.

THE WORLD'S LEADING DESIGNERS OF VIDEO GAMES.



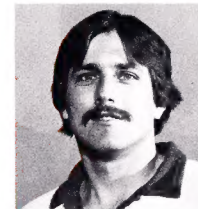
Alan Miller. The creator of Tennis and Checkers by Activision has done it again. Alan's newest game, Ice Hockey, is sure to become a classic.



Larry Kaplan. Larry's Kaboom!™ has become an all-time favorite, and was one of the biggest hits of 1981. Also the designer of Bridge by Activision.



David Crane. His first two games, Dragster™ and Fishing Derby™, were smash hits. Then David outdid himself with Laser Blast™ and Freeway™. Now he's back on the road with Grand Prix™. Watch for it!



Bob Whitehead. After award-winners Boxing and Skiing by Activision, Bob came back with Stampede™. And the winners just keep on coming.



Steve Cartwright, the newest member of the Activision design team. Steve's Barnstorming™ is truly a breakthrough in graphics and design. He's Rookie-of-the-Year!

All Activision video game cartridges are designed for use with the Atari® Video Computer System™ and Sears Tele-Game™ Video Arcade®



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